FLEX - HGROUP

Introduction

The HGroup container is a Group container that uses the HorizontalLayout class.Use the properties of the HGroup class to modify the characteristics of the HorizontalLayout class.

Class declaration

Following is the declaration for **spark.components.HGroup** class:

```
public class HGroup
   extends Group
```

Public properties

S.N.	Property & Description
1	**firstIndexInView : int** [read-only] The index of the first layout element that is part of the layout and within the layout target's scroll rectangle, or -1 if nothing has been displayed yet.
2	**gap : int** The vertical space between layout elements, in pixels.
3	**horizontalAlign : String** The horizontal alignment of layout elements.
4	**lastIndexInView : int** [read-only] The index of the last row that's part of the layout and within the container's scroll rectangle, or -1 if nothing has been displayed yet.
5	**paddingBottom : Number** Number of pixels between the container's bottom edge and the bottom edge of the last layout element.
6	**paddingLeft : Number** The minimum number of pixels between the container's left edge and the left edge of the layout element.
7	**paddingRight : Number** The minimum number of pixels between the container's right edge and the right edge of the layout element.

8

paddingTop : Number

Number of pixels between the container's top edge and the top edge of the first layout element.

9

requestedMaxRowCount : int

The measured height of this layout is large enough to display at most requestedMaxRowCount layout elements.

10

requestedMinRowCount : int

The measured height of this layout is large enough to display at least requestedMinRowCount layout elements.

11

requestedRowCount : int

The measured size of this layout is tall enough to display the first requestedRowCount layout elements.

12

rowCount : int

[read-only] The current number of visible elements.

13

rowHeight : Number

If variableRowHeight is false, then this property specifies the actual height of each child, in pixels.

14

variableRowHeight : Boolean

Specifies whether layout elements are allocated their preferred height.

15

verticalAlign : String

The vertical alignment of the content relative to the container's height.

Public methods

S.N.	Method & Description

1

HGroup

Constructor.

Methods inherited

This class inherits methods from the following classes:

- spark.components.Group
- spark.components.supportClasses.GroupBase
- mx.core.UIComponent
- mx.core.FlexSprite
- flash.display.Sprite
- flash.display.DisplayObjectContainer
- flash.display.InteractiveObject
- flash.display.DisplayObject
- flash.events.EventDispatcher
- Object

Flex HGroup Example

Let us follow the following steps to check usage of HGroup in a Flex application by creating a test application:

Step	Description
1	Create a project with a name *HelloWorld* under a package *com.tutorialspoint.client* as explained in the *Flex - Create Application* chapter.
2	Modify *HelloWorld.mxml* as explained below. Keep rest of the files unchanged.
3	Compile and run the application to make sure business logic is working as per the requirements.

Following is the content of the modified mxml file **src/com.tutorialspoint/HelloWorld.mxml**.

```
<?xml version="1.0" encoding="utf-8"?>
<s:Application xmlns:fx="http://ns.adobe.com/mxml/2009"
   xmlns:s="library://ns.adobe.com/flex/spark"
   xmlns:mx="library://ns.adobe.com/flex/mx"
   width="100%" height="100%" minWidth="500" minHeight="500"
   >
   <fx:Style source="/com/tutorialspoint/client/Style.css"/>
   <fx:Script>
      <![CDATA[
         private function applyVGroupProperties():void
         {
            mainHGroup.paddingTop = padTopH.value;
            mainHGroup.paddingLeft = padLeftH.value;
            mainHGroup.paddingRight = padRightH.value;
            mainHGroup.paddingBottom = padBottomH.value;
            mainHGroup.gap = gapH.value;
         }
      ]]>
   </fx:Script>
   <s:BorderContainer width="630" height="480"
      styleName="container">
      <s:VGroup width="100%" height="100%" gap="50"
         horizontalAlign="center" verticalAlign="middle">
         <s:Label
            fontSize="40" color="0x777777" styleName="heading"/>
         <s:Panel
```

```
            width="500" height="300" includeInLayout="true" visible="true">
            <s:layout>
               <s:HorizontalLayout  gap="10" verticalAlign="middle"
                  horizontalAlign="center"/>
            </s:layout>
            <s:VGroup top="10" left="15">
               <s:HGroup verticalAlign="middle">
                  <s:Label text="Gap:" width="100"/>
                  <s:NumericStepper />
               </s:HGroup>
               <s:HGroup verticalAlign="middle">
                  <s:Label text="Padding Top:" width="100"/>
                  <s:NumericStepper />
               </s:HGroup>
               <s:HGroup verticalAlign="middle">
                  <s:Label text="Padding Left:" width="100"/>
                  <s:NumericStepper />
               </s:HGroup>
               <s:HGroup verticalAlign="middle">
                  <s:Label text="Padding Right:" width="100"/>
                  <s:NumericStepper />
               </s:HGroup>
               <s:HGroup verticalAlign="middle">
                  <s:Label text="Padding Bottom:" width="100"/>
                  <s:NumericStepper />
               </s:HGroup>
               <s:Button label="Apply Properties"
               click="applyVGroupProperties()"/>
            </s:VGroup>
            <s:HGroup left="300" top="25" >
               <s:BorderContainer width="50" height="50"
                  borderWeight="2" color="0x323232" />
               <s:BorderContainer width="50" height="50"
                  borderWeight="2" color="0x323232" />
               <s:BorderContainer width="50" height="50"
                  borderWeight="2" color="0x323232" />
            </s:HGroup>
         </s:Panel>
      </s:VGroup>
   </s:BorderContainer>
</s:Application>
```

Once you are ready with all the changes done, let us compile and run the application in normal mode as we did in Flex - Create Application chapter. If everything is fine with your application, this will produce following result: [Try it online]